

Include Project Action

This action type allows you to include other FinalBuilder projects in your project. This allows you to modularise your project by including subprojects, as an alternative to using many [Targets](#).


Details

Include Project

General


Runtime

Details

 **Include project**

Project file :

C:\Projects\FinalBuilder\Build\ComponentBuilds.fbp8



Only run Target :

Default

☒ Reload environment variables

☒ Share host project variables NameSpace

Set project variables in included project

Variable Name	Value

+

Add

-

Delete

☐ Fail if any variables are not defined in the included project

OK

Cancel

Help


Include project

Project File

Specify the project file to include.

Only Run Target

Normally, the [Main Target](#) of the included project will be run. This combo box allows you to specify a different Target to run.



Target Parameters cannot be set.

Reload Environment Variables

The "Reload Environment Variables" forces FinalBuilder to reload the environment variables before executing the included project, environment variables are usually only loaded at startup.

Share Host Variables Namespace

If the "Share Host project Variables Namespace" option is checked, then the host project and the Included project will share one variable namespace.

This option should be used with caution. When the included project is executed, any project variables of the included project are loaded at that time. If there are variable name clashes then the existing project variable of the host project will be kept. This can lead to unexpected results. When this option is not enabled, the host and the included projects each have their own variable namespace.

Set variables before loading

If the variables namespace is not shared, it is possible to define individual variables to set in the included project. These can be used similarly to [Set Variables](#) actions prior to the Included Project.)

Fail if Any Variables Do Not Exist in the Included Project

If this option is set, the action will fail if any variables to be set do not exist in the included project. Otherwise, a warning will be shown but the project will execute.